					Programming – C++ - 1
Bus	iness Technology	School Year	Student:		Grade:
	gramming – C++	Term:FallSpring	Teacher: School:  Number of Competencies in Course: 22		
	irse Code # 3723				
1 Cr	redit	, 3	Number of Competencies Mastered:		
			Percent of Competencies Mastere	eu:	
	d 1.0 The student will gain competency in the ba	• • • • • • • • • • • • • • • • • • • •	•		<b>,</b>
Learning	Expectations	Check the	appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
1.1	Discuss the history of computers and programming	languages.			
1.2	Describe the purposes of the computer and the C++	language.			
1.3	Discuss the architecture of the computer.				
1.4	Summarize the characteristics of the C++ programm	ning language.			
1.5	Critique the role of the computer in society.				
Standard	d 2.0 The student will use system operations as	they relate to C++ programs on the compute	r.		
Learning	Expectations	Check the	appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
2.1	Demonstrate computer start-up procedures.				
2.2	Discuss the basic structure of the C++ language.				
2.3	Explain C++ program entry, listing and editing as it	relates to the operating system.			
2.4	Discuss the execution of programs.				
2.5	Explain the storage, retrieval and deletion of progra				
	d 3.0 The student will write and document an ex				
Learning Expectations		Check the	appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
3.1	Identify names for variables and their data types.				
3.2	Recognize the symbols for operations and use then				
3.3	Demonstrate the various methods of obtaining input	t/output and formatting output.			
3.4	Analyze the task and develop an algorithm.		·		
3.5	Demonstrate control statements.				
3.6	Identify, illustrate and perform operations on data ty	/pes in arrays.			
27	Identify and use functions			1	1

3.8 Read and/or write data files for input/output purposes.
3.9 Debug the program and verify the output of the program.

Standard 4.0 The student will work as a team member to develop an integrated application using C++.

Learning	Expectations	Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
4.1	Define the roles of the team members.			
4.2	Solve a complex task using C++.			
4.3	Compare and contrast the advantages of working as a group.			

Additional comments:
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